

As it appeared in The Broadside, Jan-Apr, 1983. Some typos have been corrected, and a new paragraph was added later (the one at the bottom of the page).

We now continue with Jim Eliason's excellent treatment of an often neglected. . . .

MORE SCENARIOS FOR DREADNOUGHT
by Jim Eliason

The core of Dreadnought is clearly the Campaign Game. However, it would be a mistake to neglect the historical scenarios. In fact, for many people the principal attraction of simulation games is the replaying of historical engagements that were narrowly missed. For those people, I submit a list of nine new scenarios with a brief commentary on why they happened (or why they didn't).

In all scenarios where point count determines victory, a substantial victory is awarded if twice as many points are scored and either 1) at least half of the opponent's units are sunk or wrecked, or 2) at least one enemy unit is sunk or wrecked and no friendly unit is wrecked or sunk. A decisive victory is awarded as in the rules if twice as many points are scored and no friendly units are sunk or wrecked.

Scenario One: Jutland - The Battlecruiser Action

The Battle of Jutland was precipitated by the chance meeting of the battlecruiser forces. Neither task force commander knew that his enemy had powerful reinforcements rushing toward the scene of action.

1540 hours, May 31, 1916

British Player:

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For the Jutland scenarios, a substantial victory should be awarded if one player wins by more than 100 points and a decisive victory if he wins by more than 200 points. The winning player receives the highest victory level for which he qualifies.

	Hex/Facing/Speed
Lion (211), Princess Royal (212), Queen Mary (213) Tiger (221)	B0215/NE/7
New Zealand (203), Indefatigable (201)	B0116/NE/7
Barham (115), Valiant (112), Warspite (114), Malaya (113)	A1211/NE/6
L 11	B0615/NE/7
L 12	B0516/NE/7
L 13	B0416/NE/7
L 21	B0415/NE/7
L 22	B0314/NE/7
L 23	B0315/NE/7
D 11	B0316/NE/7
D 12	B0115/NE/7
D 13	B0216/NE/7
D 14	B0214/NE/7
D 15	E0101/NE/7
D 16	A 2015/NE/7
<u>German Player</u>	
Lutzow (712), Derfflinger (711), Seydlitz (681) Moltke (671)	B0608/SE/7
von der Tann	B0508/SE/7
L 51	B0709/SE/7
L 52	B0809/SE/7
D 51	B0607/SE/7
D 52	B0708/SE/7
D 53	B0507/SE/7
D 54	B0609/SE/7
D 55	B0509/SE/7
D 56	B0408/SE/7

Game length: Twenty-five Turns

Base Visibility: Four hexes. Roll two dice and add to base visibility to obtain visibility each turn. After turn Fifteen, base visibility decreases by one each turn. E.g. on turn twenty the dice roll is seven. The visibility is $4 + 7 - 5 = 6$. Minimum visibility is one.

Special Rules Each player secretly rolls a die at the beginning of the game. A roll of one, two, or three means that the rest of his fleet is at sea. For orders of Battle, see the Jutland scenario in the rules. The light units for the British should be: C11 - C14, L14 - L19, and nine destroyer units identical to D17. I number the extras D 101 - D 106. The German light units should be: L 53 - L 54 and six destroyer units identical to D 57. I number the extras D 501 - D 503. Each player then rolls again (the result is ignored if the first roll was four to six). The German fleet enters the south edge of Board F, heading North at Speed Four, on the Turn of the second die roll; the British enter the North edge of Board B,

B, heading SE, at Speed Five, on Turn , Die Roll Plus Two. The German fleet enters in the formation prescribed in the Jutland scenario. The British fleet enters as in the old scenario or in line abreast, four battleships per hex, with King George V to the east. Light ships and battlecruisers of each side may enter in any formation desired. If the entering fleet is outside of sighting range when it enters, the owning player writes the location of the lead ship and holds the fleet off the board until it sights an unwrecked ship. If the battle runs so far toward a fleet that it would be sighted before its turn of entry, trace its movement backwards at four (German) or five (British) hexes per turn. Sighting occurs when enemy ships sight each other at the end of the turn.

Victory Conditions: If both fleets are at sea, victory is based on point count. If only one side has its whole fleet at sea, that side must score twice as many points and sink or wreck at least half its opponents units to win. If it gains only one of these, the game is a draw; if niether it loses. If niether fleet is at sea, the British must score more points than the Germans and sink or wreck at least three battlecruisers to win. Again, if one condition is met, the game is a draw; if niether, the British lose.

Scenario Two: Action off Norway I, April 8, 1940

During the conquest of Norway, Scharnhorst and Gneisenau provided distant cover for the landings. The British sent a force to intercept them, but no contact was made. This scenario assumes that the British succeeded in intercepting.

German Player:

Scharnhorst (732), Gneisenau (731) A 1512/SE/5

British Player:

Rodney (162), Valiant (132), Repulse (252) D 1503/NE/4
C 31 D 1602/NE/5

L 21 D 1702/NE/5
D 31 D 1502/NE/5

D 32 D 1603/NE/5
D 41 D 1601/NE/5

D 42 D 1703/NE/5

Game Length: Fifteen Turns

Base Visibility: Eight Hexes

Special Rules: Destroyers' speed reduced by two, all others by one, due to heavy seas.

Victory Conditions: Victory is determined by point count. Damage to German ships is doubled in value.

Scenario Three: Action off Norway II, April 9, 1940

Though Scharnhorst and Gneisenau evaded the British interception force, they did run into Renown. Renown was covering mine laying operations when contact occurred. A few hits were scored, but neither side wanted to fight it out and the action was quickly

broken off.

German Player:
Scharnhorst (732), Gneisenau (731) B 1112/N/6

British Player:
Renown E1104/NW/6
D 41 E 1103/N/6
D 31 E 1102/N/6

Game Length: Ten Turns

Base Visibility: Seven hexes

Victory Conditions: The British win if either German ship suffers permanent damage, and Renown is not sunk or wrecked. Otherwise, victory is by point count with damage to German ships doubled in value.

Scenario Four: Mers el Kebir, July 13, 1940

After the fall of France, the British had a deadly fear that the French Fleet would be used against them by the Axis. At Mers el Kebir the French were presented with an ultimatum: join the British, scuttle their ships, or be destroyed. The French refused, and three of the four large warships were sunk by the British.

British Player:
Hood (281), Valiant (132), Resolution (155) B 0615/NE/2
L 31 B 0715/NE/2
D 31 B0814/NE/2
D 32 B 0516/NE/2

French Player:
Dunkerque (531) E 1006/N/0
Strasbourg (532) E 1206/N/0
Bretagne (522) E 0906/N/0
Provence (511) E 1306/N/0
D 41 E 1107/N/0

Game Length: Twenty Turns

Base Visibility: Twelve hexes

Special Rules: The French may not fire nor move on Turn One. Dunkerque and Strasbourg may not fire their main batteries in their stern arcs, and do not subtract one when firing in their bow arcs. They may fire their secondary batteries in their stern arcs, however. No movement between Boards B and E is allowed, except via Hex E1101. No British ships are allowed on Board E. All hexes south of Boards A, B, and C except Board E are land, and are impassable. Use the spotting plane optional rule.

Victory Conditions: Victory is by point count. The French receive full point value for ships which leave Board E and break sighting contact by the end of the scenario.

Scenario Five: Convoy Raids

Between January 22 and March 23, 1941, Scharnhorst and Gneisenau attacked Atlantic convoys. During these operations they sighted a British battleship escort on three occasions, but refused combat.

Scenario Five A takes place on February 7; Five B on March 8, and Five C on March 15.

British Player:

Five A: Ramillies (153)	B 0713/NE/3
Five B: Malaya (133)	B 0713/NE/3
Five C: Rodney (162)	B 0713/NE/3
All scenarios: D 21	E 0901/NE/4

German Player:

Scharnhorst (732), Gneisenau (731)	B 0901/S/8
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Game Length: Fifteen Turns

Base Visibility: Eight hexes

Victory Conditions: As in Scenario Three. In addition to ship damage, the German player gets two points for each ship in Boards D, E, or F firing full factor "at merchant ships" and one point for half attack factor. After Turn Ten, these values are halved (the convoy scatters). If no merchant ships are attacked, move the victory one level in favor of the British.

Scenario Six: Cape Matapan, March 28th, 1941

In the actual action Vittorio Veneto and heavy cruiser Pola sustained torpedo hits from aircraft, which cut their speed in half. With an eighty-mile head start, Vittorio Veneto escaped. Pola and two other heavy cruisers were caught and annihilated by the British. This scenario assumes that the Italians sailed as a single task force and were overtaken by the British. The British listed as optional fought a short engagement with the Italians before the battleships arrived, and while they did not participate in the destruction of the Italian heavy cruisers, they were in the area and available.

British Player:

Valiant (132), Warspite (134), Barham (125)	E 1708/NW/6
D 31	E 1607/NW/6
D 32	E 1707/NW/6
L 21 (optional)	C 0311/SW/8
L 22 (optional)	C 0410/SW/8
D 33 (optional)	C 0211/SW/8

Italian Player:

Vittorio Veneto (931) (S)	E 1302/NW/4
C 61 (S)	E 1704/NW/4
C 71	E 1401/NW/4

C 72 E 1604/NW/4
L 61 E 1303/NW/4
D 61 E 1703/NW/4
D 71 E 1201/NW/4
D 72 E 1402/NW/4

Game Length: Fifteen Turns

Base Visibility: Four hexes

Special Rules: The "S" hits at the start may not be removed. No spotting planes may be used.

Victory Conditions: The British must sink or wreck Vittorio Veneto and score twice as many points as the Italians, or they lose.

Scenario Seven: The End of the Bismarck, May 27th, 1941

After the Bismarck's steering was wrecked by a torpedo plane, the British closed in for the kill.

British Player:
King George V (171) B 0311/SE/6
Rodney (162) B 0808 /S/5

C 71 B 1106/SE/4
D 41 C 0415/N/3

German Player:
Bismarck (741) (S) B 1515/N/3

Game Length: Ten turns

Base Visibility: Eight hexes

Special Rules: The Bismarck may not remove the "S" hit she starts with, and may not make right turns. The British heavy cruisers unit may make a one-to-one torpedo attack if the Bismarck is dead in the water.

Victory Conditions: The British player must gain twice as many points as the German, and sink or wreck the Bismarck to win. If the British accomplish one, they draw; if neither, they lose.

(Ed. Note: Jim's outstanding series on Dreadnought concludes next issue. The time and painstaking care that he has taken is obvious. His work has inspired me, for one, to give this game another chance. . . . if I can remember where I put it. Jim seems to have a special talent for reviving games that are, shall we say, less than classics. Just wait until you see what he does for an encore! -RES)

For all of us fans of the really big guns of the Second World War, here are the ultimate scenarios for Dreadnought. Washington vs. Kirishima, and a look at one of the great unanswered questions of that era..... Iowa vs. Yamato!!

Scenario 8: Second Battle of Guadalcanal

American planes based at Henderson Field had been mauling Japanese efforts to reinforce Guadalcanal. The Japanese spent much effort trying to neutralize it by nightly naval bombardment. One of these missions resulted in the first battleship action in the Pacific. On 14 Nov. Admiral Lee's two BB's protected all the bombers of CV Enterprise as well as the usual Marine Corp and Army aircraft. The Kirishima was wrecked and the South Dakota incurred minor damage.

2300 Hours 14 Nov., 1942

American Player:
Washington (452), South Dakota(461)
D31

hex/facing/speed
E1309/SW/6
E1209/SW/6

Japanese Player:
Kirishima(881) C71
L61
D81
D82

D1607/SE/6
D2009/SE/6
D1909/SE/6
D2007/S/6

Game Length:15 Turns

Base Visibility: 2 hexes. After turn 8, it decreases to 1.

Special Rules: The following areas are land and block both movement and sighting: 1) all of boards B and C (Florida and smaller islands).

2) all hexas of board F southeast of the line of hexes between 0116 and 2006 inclusive (Guadalcanal).

3) hex E0208 and the six adjacent hexes (Savo Island).

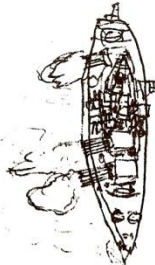
The north on the board is actually northeast.

Play is confined to the original map area. Any ship leaving the map area is out of play and may not return. No ship may leave the mapboard via board E. Japanese ships may not exit the south edge, nor any edge until both US BB's has been sighted or Henderson field has been attacked. All Japanese ships with two irreparable S states are considered sunk at the end of turn 15. Japanese ships with one irreparable S state still on the map after turn 15 are sunk unless Henderson Field sustains 50 or more damage points.

The Japanese mission is to bombard Henderson Field, hex F0714. It may be fired on by any ship in range. All normal modifications to attack strength apply, except that many ships may fire on it at once with no penalty. It may be attacked at ranges in excess of visibility by halving the attack strength after all other modifications. Henderson has no defence strength, simply record the number from the damage point table.

Kirishima may stack with C71. C71 has a 1:1 torpedo capability. No spotting planes may be used.

Victory Conditions: Victory is by point count. In addition to ship damage the Japanese get one point for each damage point obtained against Henderson Field. If Henderson Field is not attacked, shift the victory one level in favor of the Americans.



Scenario 9: San Bernardino Strait

This is a companion (and much more balanced) scenario to the Surigao Strait scenario provided in the game. In the battle of Leyte Gulf, Admiral Kurita's Center force was heavily damaged by American submarines and aircraft but moved east through San Bernardino Strait unopposed by surface vessels and descended on an escort carrier group covering the troop landings. Only an astonishingly effective delaying action by the Americans avoided a disaster. Admiral Halsey belatedly detached his fast BB's and some supporting units but they arrived three hours late to cut off the retreating Kurita. This scenario assumes that Kurita avoided significant damage at the hands of the subs and the aircraft, but ran into Halsey's battleships before reaching Leyte Gulf, much as Nishimura ran into Oldendorf at Surigao Strait.

25 Oct., 1944

American Player:

	<u>hex/facing/speed</u>
Iowa(471), New Jersey(472)	B0808/S/4
Washington(452), South Dakota(461)	
Alabama(464), Massachusetts(463)	B0807/S/4
C21	B0610/S/4
C22	B0609/S/4
C23	B0608/S/4
L31	B0607/S/4
D41	B0611/S/4
D42	B0606/S/4
D43	B0605/S/4
D31	B1007/S/4

Japanese Player:

Kongo(861), Haruna(882), Yamato(841), Musashi(842)	A1108/SE/6
Nagato(832)	A1007/SE/6
C61	A0907/SE/6
C71	A1206/SE/6
C72	A1207/SE/6
C73	A1109/SE/6
C74	A1009/SE/6
L61	A1309/SE/6
D81	A1110/SE/6
D82	A1307/SE/6
D83	A1208/SE/6

Game Length: 20 Turns

Base Visibility: 5 hexes

Special Rules: No map sections due north or south of section A may be used. No spotting planes may be used. The C70's have a 1:1 torpedo attack.

Victory Conditions: Victory is by point count unless the Japanese fail to enter board B, in which case the U.S. player wins a automatic substantive victory. The Japanese receive full point value for any ships with no unrepaired damage which are south of the original map area and have broken sighting contact at the end of the game, as well as points for damaging U.S. ships.

This concludes Jim's fine treatise on SPI's Dreadnought. Jim seems to have a special talent for giving new life to those games that SPI never finished developing. Just wait till you see what he does for an encore!